

PROTOTYPE IP SATELLITE NETWORK

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- IP Network Design
- Prototype Results
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Overview

- What the project is about: Prototyping an IP satellite network in the lab to demonstrate the quality and security of the IP communication architecture.
- Prototype Goals
- Expected Outcomes
- Issues to address



Prototype Goals

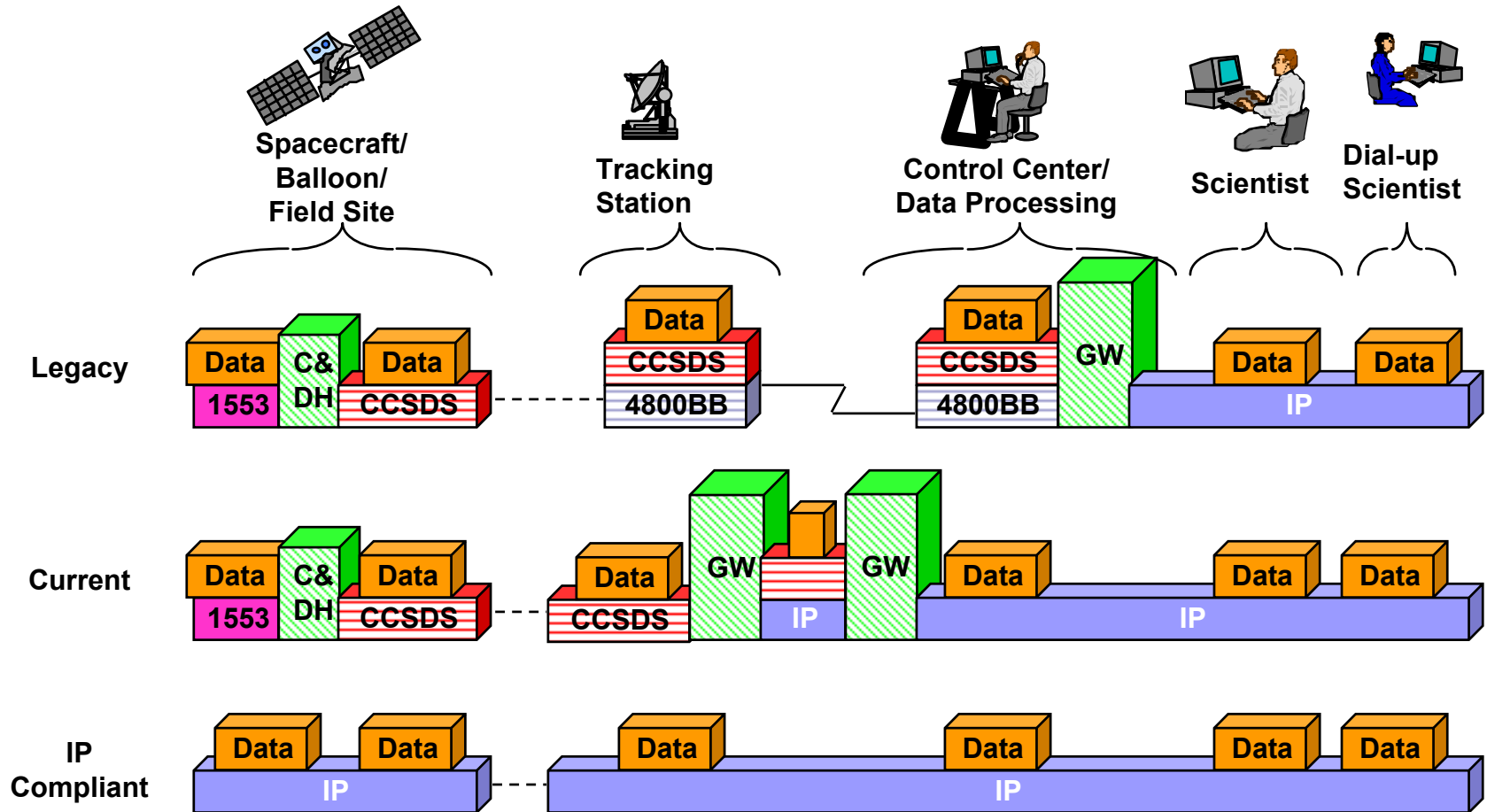
- Prove seamless and secure communications between the satellites and ground stations.
- Use COTS equipment
- Improve communications while minimizing development costs.



Expected Outcomes

- Assist NASA in making the architectural evolution from a legacy switched communication system to a full packet routed system with minimal human intervention.
- Demonstrate how commercial technology can be readily adapted to fulfilling the space communications needs.
- Demonstrating that 'test as one operates, operate as one tests' can be applied.

Expected Outcomes





Issues to Address

- Security
- Different IP protocols with varying packet sizes and types
- Network loads
- Reliable communications from satellite to ground



IP Network Design

- Constraints
- Candidate Mission Models
- Baseline requirements
- Prototype Block Diagram
- Modeling the Link



Constraints

- Design will need to support a variety of mission needs
- An actual satellite radio system will provide error-correction encoding



Candidate Mission Models

- Smallsat to nanosat mission support
- Science Mission Support
 - Advanced Cosmic ray Composition Experiment for Space Science (ACCESS)
- Note: Chosen because these had firm data specifications.

Baseline Requirements

- Data Requirements - Based on candidate mission models
 - Forward data rate of at least 9 600 bps
 - Simultaneous return data rate of at least 100 000 bps for science data and 15 000 bps for housekeeping data (two virtual channels)
- Data Structures
 - Science data arranged as files
 - Housekeeping data arranged as either real-time (streaming) or file data

Baseline Requirements

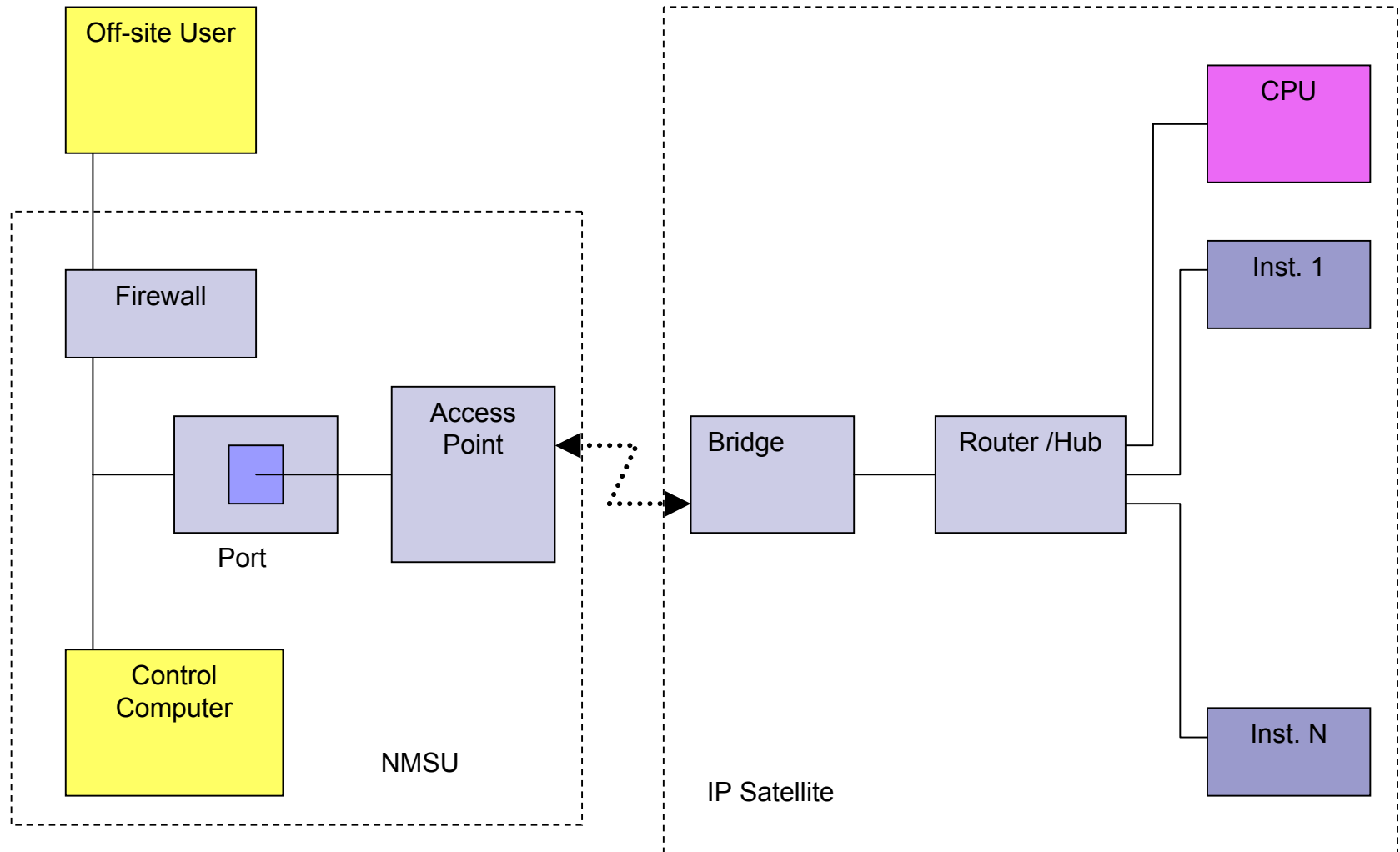
■ Security

- ☐ Provide VPN capabilities
- ☐ Provide SSH login ability

■ Services to be supported

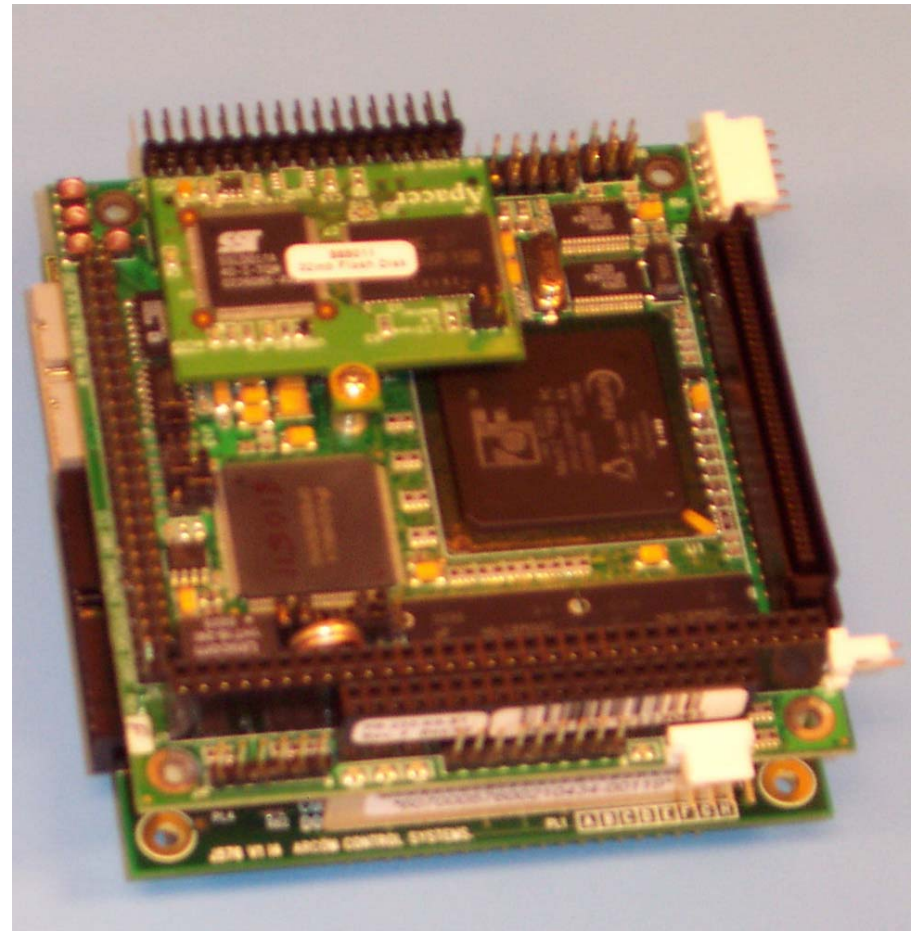
- ☐ *Telnet* to flight computer and instruments
- ☐ *ftp* to flight computer and instruments
- ☐ *Finger* service to instruments to obtain meta-TEDS file

Prototype Block Diagram



Prototype – Satellite CPU

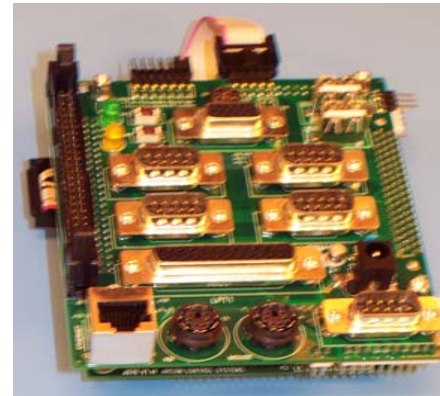
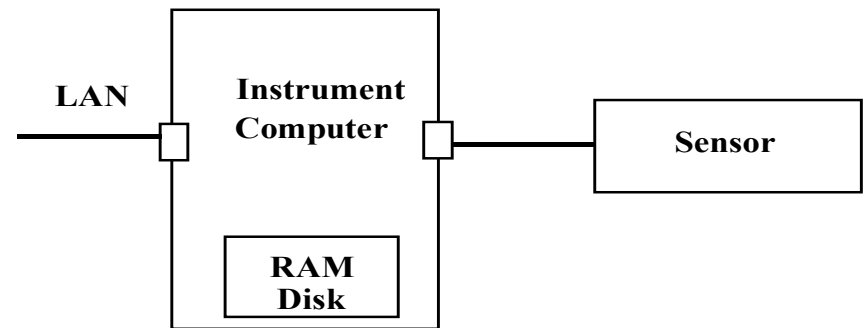
- Diamond Systems
Prometheus
 - Small size
 - 16 ADC channels
 - 10/100 Base-T Ethernet
 - 4 serial, 1 parallel, 2 USB, & IrDA ports
 - Low power consumption



Prometheus PC/104 computer board

Prototype – Instrument concept

- Instrument = Computer, RAM, and sensor(s)
- Local connection, e.g. USB or serial, between sensor and computer
- RAM disk for non-real-time storage and instrument data



PC/104 interface
Board for serial &
LAN connections



Modeling the Link

- Satellite modeled in STK (Analytical Graphics, Inc.)
- Estimated antenna gains are 10 dB for Satellite, 60 dB for Ground Station
- RF Shielding boxes, and programmable attenuators
- Using LabView to simulate delay and channel error scenarios



Control Box for Attenuators

RF Shielding Boxes with networking hardware inside

Programmable

Attenuators



Prototype Results

- RF Shielding
- Validation
- Testing to be done

Prototype Results – RF Shielding

RF Signal levels at Client#1 = 0dB (open box) and Client#2 = 1dB

Aironet AP4800E V7.22	SIGNAL LEVELS	AP4800E_25979c
UC4800E 0040961531e4	Strength In	*****
	Out	*****
	Quality In	*****
	Out	*****
UC4800E 004096153127	Strength In	*****
	Out	*****
	Quality In	*****
	Out	*****

RF Signal levels at Client#1 = 40dB and Client#2 = 80dB

Aironet AP4800E V7.22	SIGNAL LEVELS	AP4800E_25979c
UC4800E 0040961531e4	Strength In	*****
	Out	*****
	Quality In	*****
	Out	*****
UC4800E 004096153127	Strength In	*****
	Out	*****
	Quality In	*****
	Out	*****



Prototype Results

■ Validation

- Basic Test of connectivity and socket operation from local and remote ground locations to flight computer, and instruments.
- Basic Test of SSH from both ground locations



Further testing

- With attenuators and RF isolation boxes simulate channel error performance
- Reliable transmission in the presence of channel errors
- Change data rate and/or frame size for high-error channels
- Real-time streaming of data, e.g. GPS data



Thanks!

- Are there any questions?